

AGB-A2WE-USA

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS[®]

THE NEW DROID ARMY[™]

GAME BOY ADVANCE[®]

INSTRUCTION BOOKLET

THQ[®]



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING—Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING—Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING—Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Developed by Helixe. Published by THQ Inc. THQ and the respective logos are registered trademarks of THQ Inc. All rights reserved.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

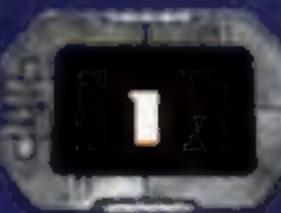


TABLE OF CONTENTS

A Long Time Ago	2
Getting Started	3
Controls	4
Main Menu	6
Playing the Game.....	7
The Game Screen	7
Attacking and Blocking	8
The Force.....	11
Pausing the Game.....	14
Saving and Loading	15
The Worlds.....	17
Credits	19
Limited Warranty.....	23



A LONG TIME AGO

In a galaxy far, far away...

The Clone Wars are raging throughout the galaxy. Under increasing pressure from the Confederacy of Independent Systems, thousands more systems have joined the Separatist movement. Weary of unending conflict, a climate of foreboding has descended upon the Republic.

In a valiant attempt to restore peace, the Jedi Council has sent Jedi Knights into battle against the Separatists. But Master Yoda senses that the Council's power is fading, and with it, their hope of defeating the evil Count Dooku.

Now, a desperate message from Tatooine brings word of a new, more sinister threat. Master Yoda has sent the young Jedi, Anakin Skywalker, to investigate....

Anakin is called before Mace Windu and Yoda in the Jedi temple and learns that an informant named Raala on Tatooine has sent word of a new type of battle droid on the planet. Contact with her has since been lost. Anakin is tasked to travel to Tatooine to investigate these new droids and discover the fate of their informant.

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Star Wars®: The New Droid Army™* into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

BUTTON COMMAND

Menu Navigation

Control Pad.....

ACTION

Highlight Menu

A Button.....

Selections

B Button.....

Confirm Selection

Continue cut-scene

Cancel

Previous Menu

Game Controls

Control Pad

Walk/Change Direction

START.....

Pause Game

START + START.....

View Comlink

SELECT.....

Toggle combat mode
(activate/de-activate
lightsaber)

SELECT+SELECT.....

View Map

A Button

Draw lightsaber

B Button.....

Lightsaber deflect

L Button.....

Cycle through

R Button.....

Force Powers

Trigger active
Force Powers

BUTTON COMMAND

Attacking (drawn lightsaber)

A Button..... Basic lightsaber attack

A Button + Control Pad UP..... Flip attack

A Button + Control Pad DOWN

..... Power down slash

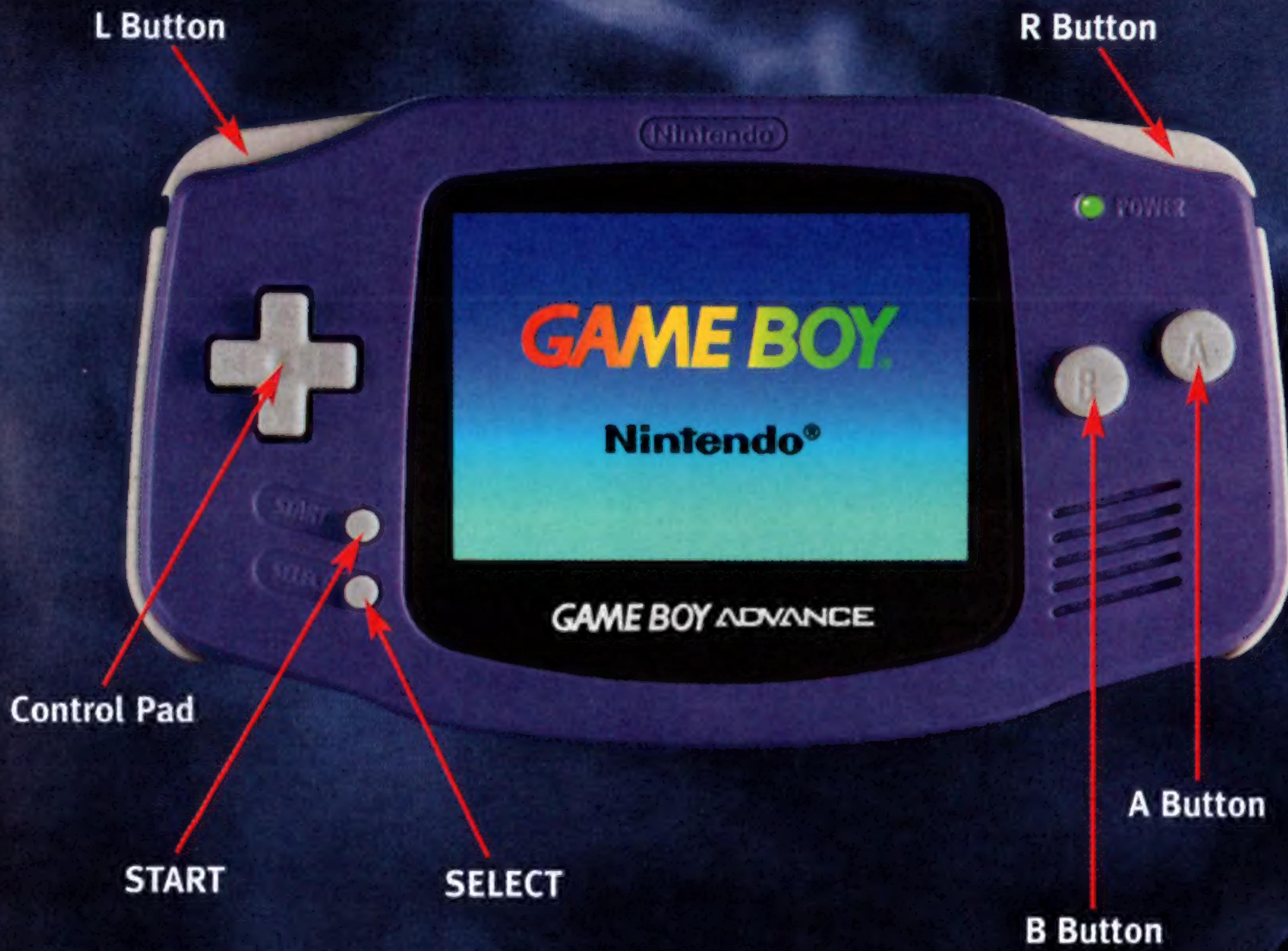
A Button + Control Pad LEFT

..... Twirling Slash

A Button + Control Pad RIGHT

..... Forward/back slash

5





MAIN MENU

Use the Control Pad to highlight a selection and press the A Button to confirm. Press the B Button to return to a previous menu.

- **New Game**— Begin a new game of *Star Wars®: The New Droid Army™*.

Choose from three difficulty levels:

- Padawan = Easy
- Knight = Medium
- Master = Hard

- **Password** – Enter a password to continue a previously played game.

See SAVING AND LOADING on page 15 for more information.

- **Options** – Customize the game with the following options:

Music Volume— Adjust the in-game music volume.

Sound FX Volume— Adjust the sound effects volume.

Credits— View the game credits.



PLAYING THE GAME

Select New Game from the Main Menu to start from the beginning, or enter a password to resume a previously played game.

THE GAME SCREEN

- **Endurance/Health Meter** —

The endurance (green) / life force (red) of your Jedi is shown here.

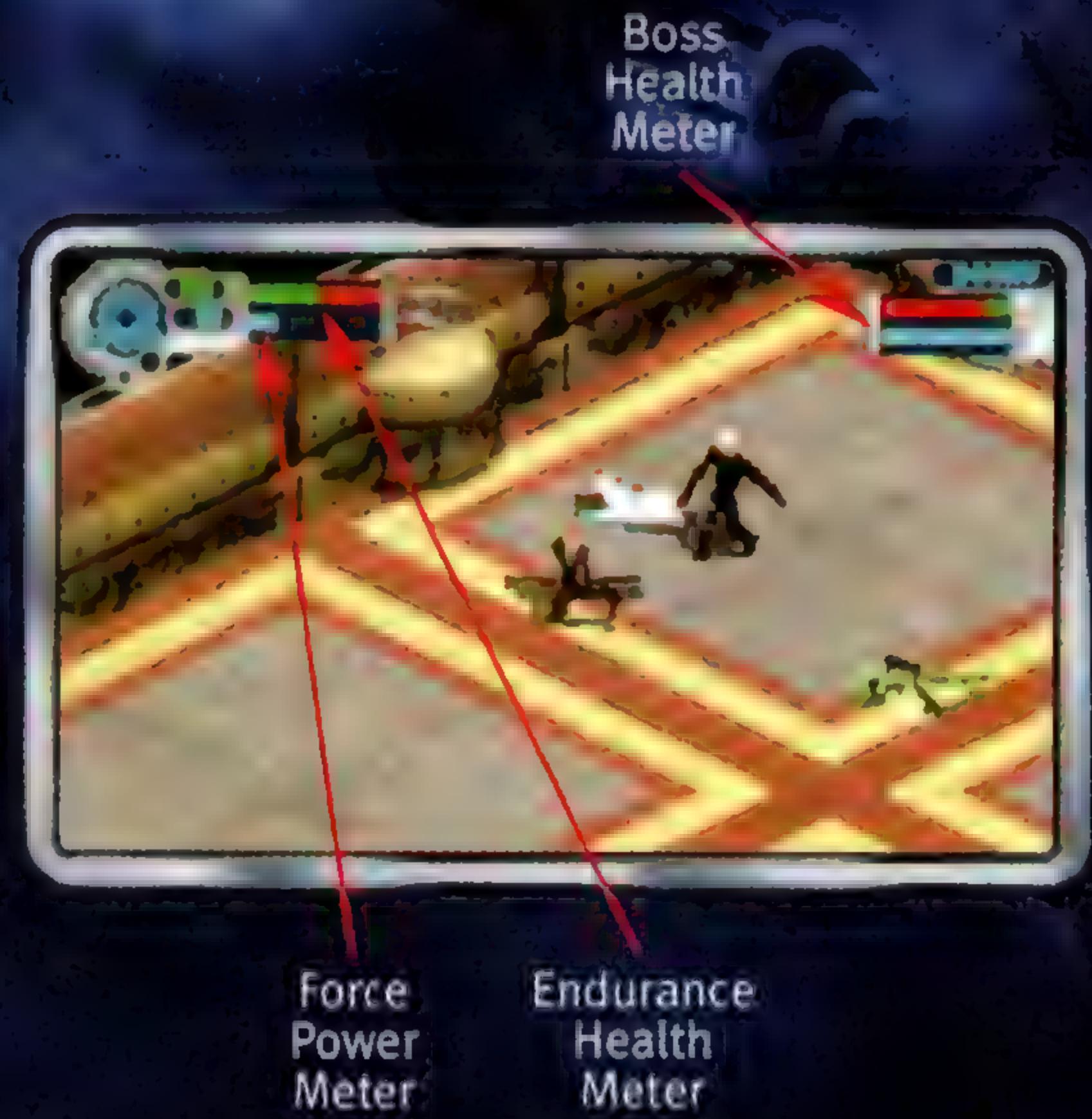
Your endurance will slowly regenerate as you progress.

Anakin will take damage once his green endurance meter gets low and shows the red life meter.

- **Force Power Meter** — The level of Anakin's Force Power is shown here. See **THE FORCE** on page 11 for more information.

- **Boss Health Meter** —

The health of each boss is displayed during an end-of-level battle.



ATTACKING AND BLOCKING

While moving through each level, you must learn when to attack an enemy and when to block their attacks. Conserve your Force Power to battle multiple enemies.



To Attack

When an enemy is within striking distance, press the A Button to attack. To initiate a combo attack, press the Control Pad UP/DOWN/LEFT/RIGHT and the A Button while Anakin is making his initial swing or any swing thereafter. Anakin can continue his combo attacks until he runs out of Force Energy.

Note: Some Force attacks drain more Force Energy than others.

To Block

Anakin has the ability to deflect laser fire back at enemies. This can be done one of two ways. The first method is to use the basic block (B Button). This will deflect laser fire back at the opponent if timed correctly. The block needs to be performed just as the laser fire approaches Anakin. If the block is performed too soon, the laser fire will be deflected, but they won't bounce directly back and may or may not hit the opponent. The second method involves batting away laser fire while Anakin is attacking, and occurs automatically. Anakin will automatically deflect incoming shots that make contact with him while he is in the middle of an attack.

Note: The Flip Attack, and the Power Down Slash will not deflect shots.

Note: The Twirling slash will deflect all shots that approach Anakin from any angle, but the shots will not be deflected back at a specific enemy. Use this when Anakin is surrounded by multiple opponents.

Auto Blocking

Auto blocking becomes active when Anakin engages in lightsaber combat. Auto block allows Anakin to deflect most of the enemy attacks while his Force meter regenerates – however Anakin will still take some damage. If you use the B Button, Anakin's block will engage fully and he will take no damage. In both cases, Anakin's Force power will regenerate before he launches his next set of attacks.

Note: Force Power is crucial to perform advanced lightsaber attacks, so use it wisely.



THE FORCE

As a Jedi Knight using the Force, you have more weapons available to you than merely a lightsaber. In *Star Wars®: The New Droid Army™* you can utilize different Force abilities to aid in vanquishing your enemies.

These abilities drain from the available Force Power Meter in varying amounts.

As you progress through the story, you will be rewarded with additional Force Powers to aid you in your quest. The available Force Powers are different based on whether you have your lightsaber drawn (combat or non-combat mode).

NON-COMBAT MODE



Speed— Gives Anakin a brief burst of Force Speed that allows him to escape dangerous situations when necessary.



Hide— Renders Anakin invisible. Use this to sneak by enemies unseen.



Meditation— Restores health and Force Energy at an accelerated rate.



Jump— Allows Anakin to perform a Force Jump. Use this to clear jumps and to close distance to an opponent.

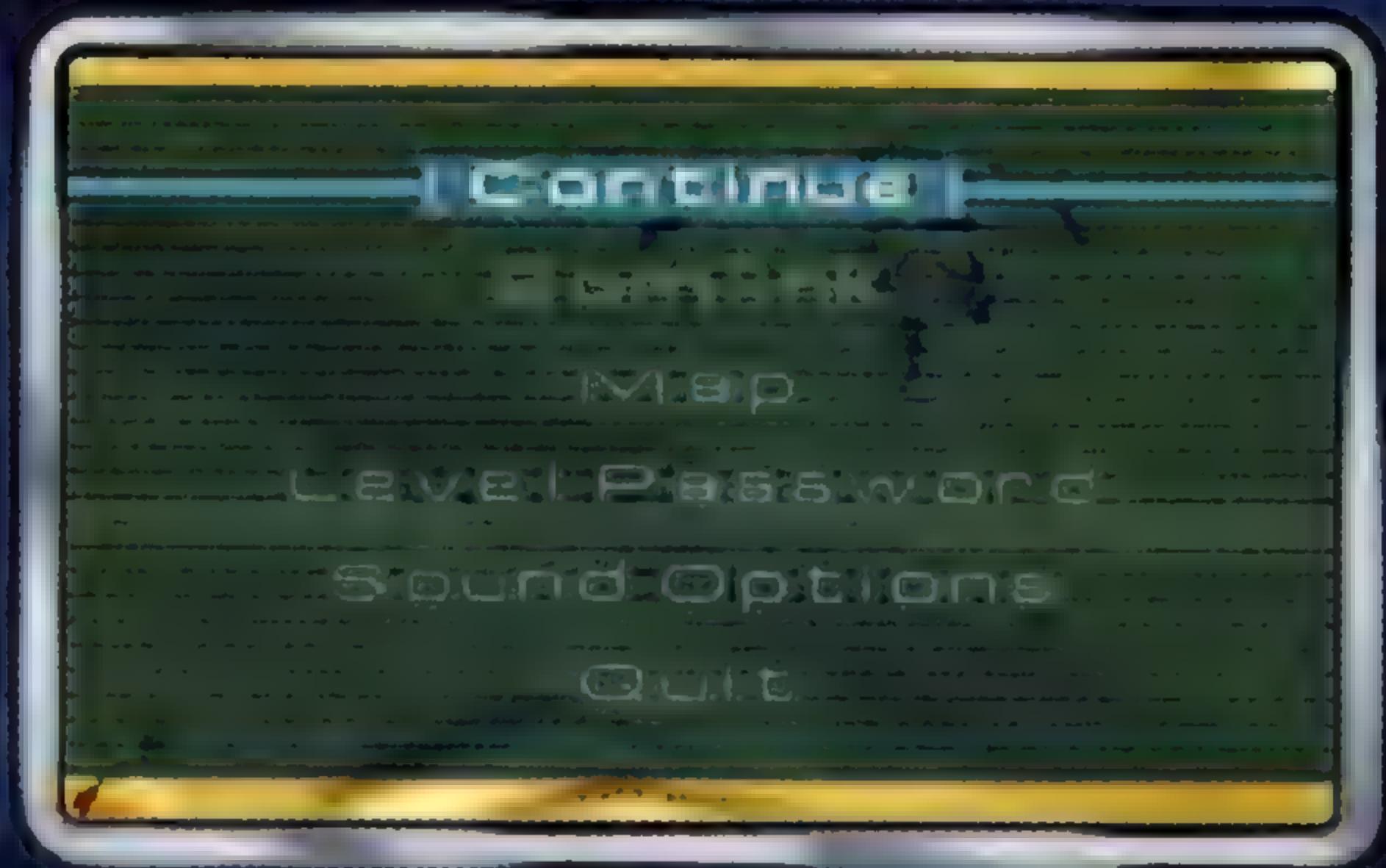
COMBAT MODE

-  **Speed** – Gives Anakin a brief burst of Force Speed that allows him to escape dangerous situations when necessary.
-  **Jump** – Allows Anakin to perform a Force Jump. Use this to clear gaps and to close distance to an opponent.
-  **Push** – Send forth a wave of pure Force Energy, affecting everything in front of Anakin.

PAUSING THE GAME

Press START at any time to pause the game and access the following options.

- **Continue**—Return to battle!
- **Comlink**—Read hints and view objective/tasks.
- **Map**—View the map of the current area that Anakin is in.
- **Level Password**—Get the password for the current level.
- **Sound Options**—Access the Sound Options menu.
- **Quit**—Exit the game and return to the Main Menu.



SAVING AND LOADING

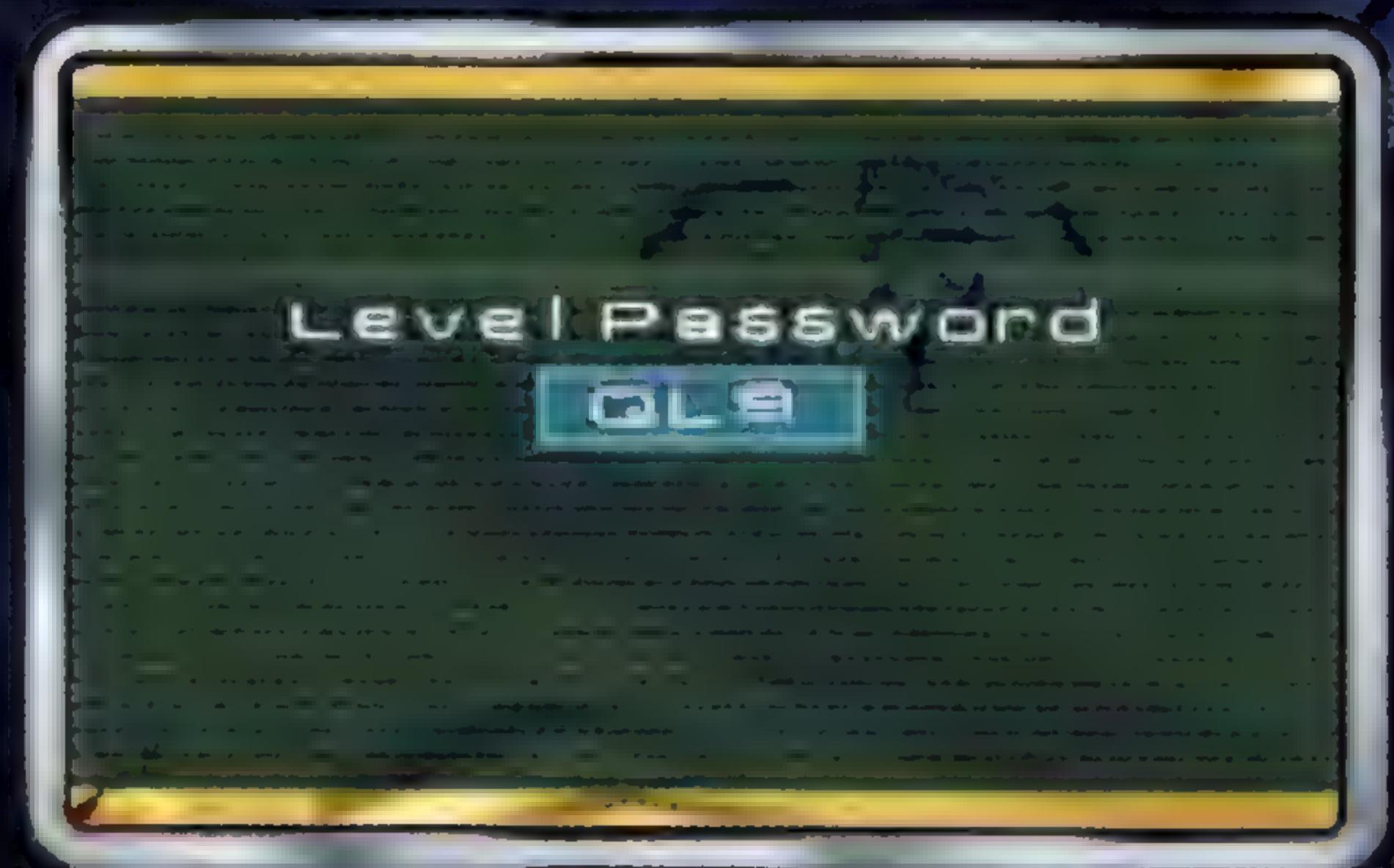
Star Wars®: The New Droid Army™ uses a password system to save and load the game data.

SAVING A GAME

Press START at any time to access the Pause Menu.

Select LEVEL PASSWORD to obtain the password for that level.

Be sure to write the password down exactly as it is shown for future reference! You will not be able to return to the saved point of the game if the password is incorrect.



LOADING A GAME

To load a previously saved game, select PASSWORD from the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and third letters until the password is complete.



If correct, you will return to the beginning of the level at the point where the game was saved. If incorrect, you will have to enter the password correctly.

THE WORLDS

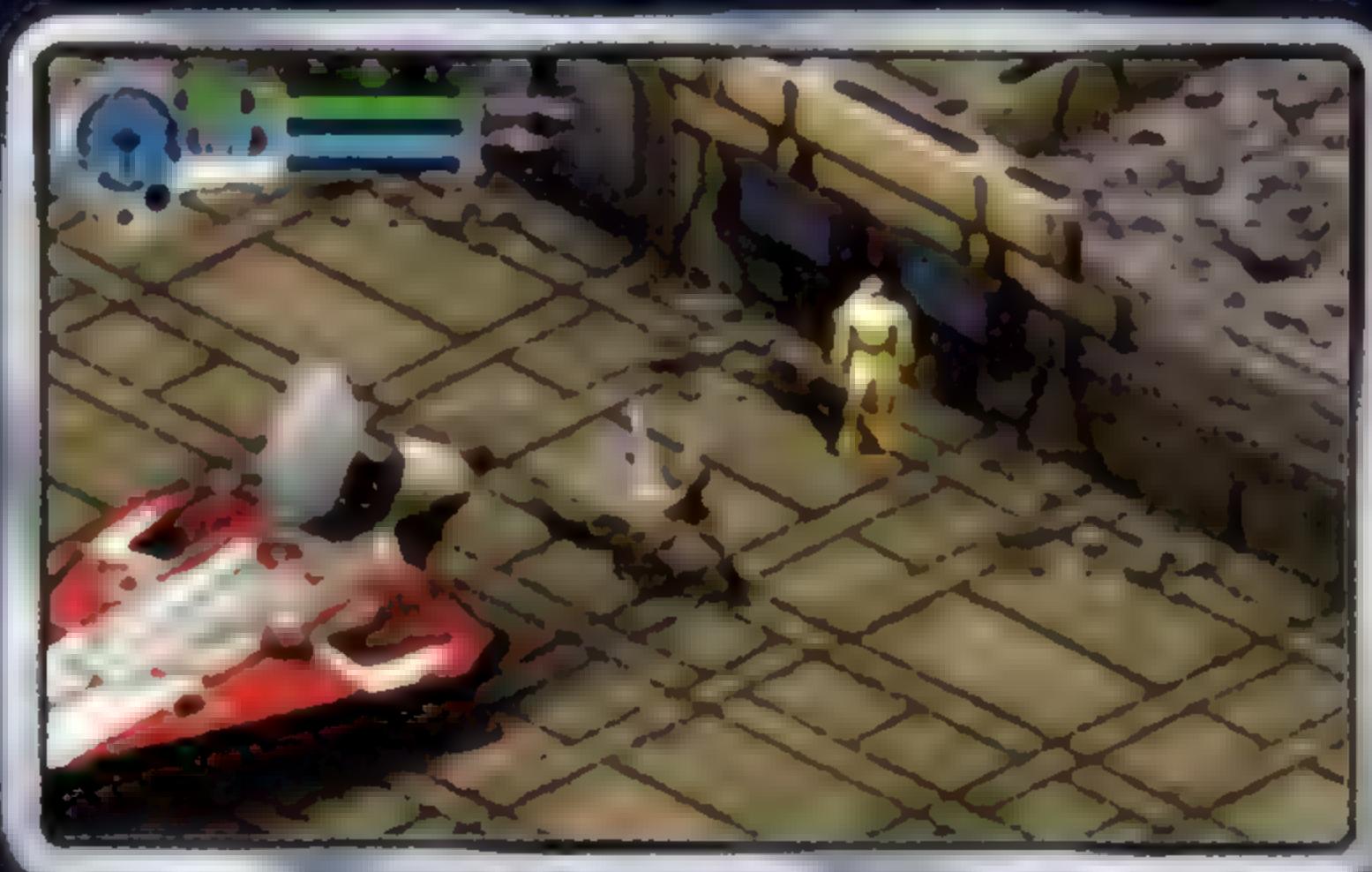


TATOOINE

Tatooine rests in the distant Outer Rim, beyond the reaches of Republic law. Home to many varieties of wretched scum and villainy, Tatooine's desert wastelands also serve as refuge for the savage Tusken Raiders.

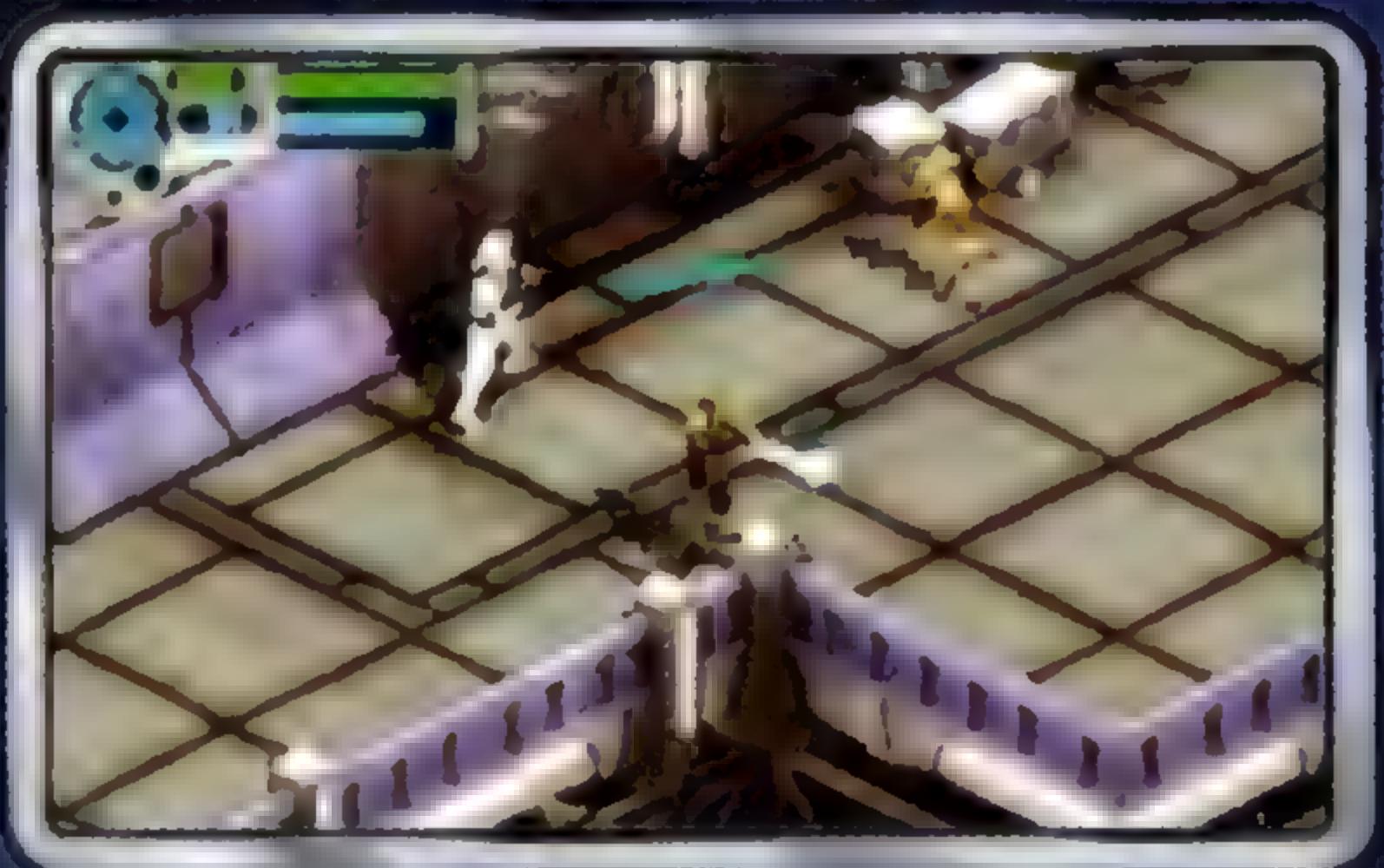
METALORN

A harsh industrial world, Metalorn is the home planet in the Techno Union alliance. Home to Wat Tambor, Metalorn's vast droid-producing factories churn out various battle droids to support the growing Separatist movement.



CORUSCANT

The imposing and bustling city-planet capital of the galaxy, Coruscant is home to the Galactic Senate and the Jedi High Council. Throughout its thousands of years of civilization, the planet has become entirely enveloped by cityscapes and urban sprawl. Immense skyscrapers reach high into the atmosphere and stretch deep into the dark shadows below.



CREDITS

Helixe

Lead Programmer

Rafael Baptista

Programming

Peter Lim

Jeff Dixon

Michael Seegers

Lead Artist

Kurt Bickenbach

Lead 3-D Programmer

Matthew Hopwood

Art

Christopher Bruser

Gareth Hinds

Christopher D White

Animation

Haissam Badawi

Christopher D White

John Beauchemin

Lead Designer

Dave Konieczny

Game Design

Christopher Bruser

Music and Sound

Mashi Hasu

Story

Daniel Thron

Dave Konieczny

THQ Product Development

V.P. – Product Development

Michael Rubinelli

Producer

Kevin Elrod

Assistant Producer

Razmig Pulurian

Lead Tester

Mike Coates

Testers

Jorge Dagang

Joseph Bulock

Gretchen Losh

QA Technician

Mario Waibel

QA Database Administrator

Jason Roberts

QA Manager

Monica Vallejo

Director of Quality Assurance

Jeremy S. Barnes

THQ Marketing

V.P. – Marketing

Peter Dille

Group Marketing Manager

Alison Quirion

Product Marketing Manager

Monica Guerra

Associate Product Marketing Manager

Heather Hall

Marketing Coordinator

Michael Greene

Director, Public Relations

Liz Pieri

Public Relations Manager

Reilly Brennan

Associate Public Relations Manager

Erik Reynolds

Director of Creative Services

Howard Liebeskind

Senior Manager of Creative Services

Kathy Helgason

Manager of Creative Services

Kirk Somdal

Instruction Manual

Richard Dal Porto

Very Special Thanks

Brian Farrell, Jeff Lapin, Alison Locke,
Germaine Gioia, Brandy Carrillo,
Robert Riley, Christian Kenney,
Ricardo Fischer, Gordon Madison,
Jack Suzuki, Paul Rivas, Stacy Mendoza

Package and Manual Design

B.D. FOX ADVERTISING, INC

**LucasArts Entertainment
Company LLC**

LucasArts Producer

Joe Brisbois

LucasArts Content Coordinator

Justin Lambros

LucasArts Sound Design

Andrew Cheney

LucasArts Marketing

Karina Hallum

Lucas Licensing

Howard Roffman

Stacy Cheregotis

Chris Gollaher

Kristi Kaufman

Amanda Burns

Very Special Thanks

George Lucas

Original Star Wars music composed by John Williams. P & C Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. Published by Bantha Music (BMI). Administered by and/or co-produced with Warner-Tamerlane Music Publishing Corp.

The Star Wars: Episode II Original Motion Picture Soundtrack, composed and conducted by John Williams, is available exclusively on Sony Classical. Wherever music is sold.

www.starwars.sonyclassical.com

STAR WARS®

TRADING CARD GAME

A NEW
HOPE™

AVAILABLE NOW

Official Star Wars TCG Web Site
www.wizards.com/starwars

Official Star Wars Web Site
www.starwars.com



© 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. The Wizards of the Coast logo is a registered trademark of Wizards of the Coast, Inc.



LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32123. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

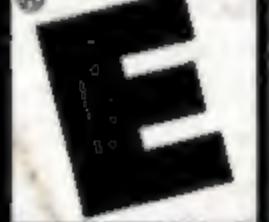
LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS®

EPISODE II: ATTACK OF THE CLONES™



EVERYONE



CONTENT RATED BY
ESRB

Violence

THQ INC.
27001 Aguora Road, Suite 270
Calabasas Hills, CA 91301

ALSO
AVAILABLE

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. The rating icon is a trademark of the Interactive Digital Software Association. Licensed by Nintendo. Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. Printed in USA.